

Special Military Unit Intelligence Update

By Timothy S. O'Brien; Illustrations by Joe Corroney

From: Captain Zgorth'sth, Department of Threat Assessment

To: Admiral Ackbar, General Rieekan, General Cracken, General Madine, Admiral Drayson, General Antilles, Senator Bel Iblis.

Re: Special Unit Threat Assessment

cc: General Dodonna (ret.), Admiral Tallon (ret.), Marshal Starkiller (ret.).

Sirs,

The Threat Assessment Office has established its offices and the staff is assessing threats from Imperial and other unfriendly and neutral military assets. This report focuses on an assortment of special units, in most cases updating their status from older Alliance reports. These units saw a good deal of action in the fighting following the Emperor's death -- this report updates their status as of the latest available intelligence reports.

Asset Tracking continues to follow these units. Recommendations are included. For those who have not yet been introduced to Threat Assessment: this office was created shortly after the re-establishment of the New Republic on Coruscant after the second defeat of the Emperor. The office is expected to detect early warning signs of Imperial activity, such as the generally ignored reallocation and re-assignment of Imperial forces and supplies to the Deep Core, which were attributed at the time to Imperial incompetence. This office replaces the Alliance Security Task Force, which had atrophied during the drive on the Core Worlds to the point that logistical analysis was being ignored.

In Service,
Capt. Zgorth'sth, Threat Assessment

Entry Formats

Type/Unit Level/Size: Unit designation (armor, infantry, aggressor squadron, etc.) / How the unit fits into its order of battle / Size.

CO: Commanding Officer

Base: Base of operations, planet, sector, region.

Mission: The basic mission the unit typically engages in.

Affiliations: The unit's political organization and military alliances.

Zone of Operations: Area in which the unit typically operates (continental to regional).

Success Rate / Threat: Odds the unit will succeed in a given mission / Threat to New Republic military, assuming parity.

Ailon Nova Guard

Type/Unit Level/Size: Planetary Military

CO: High Marshall of Ailon

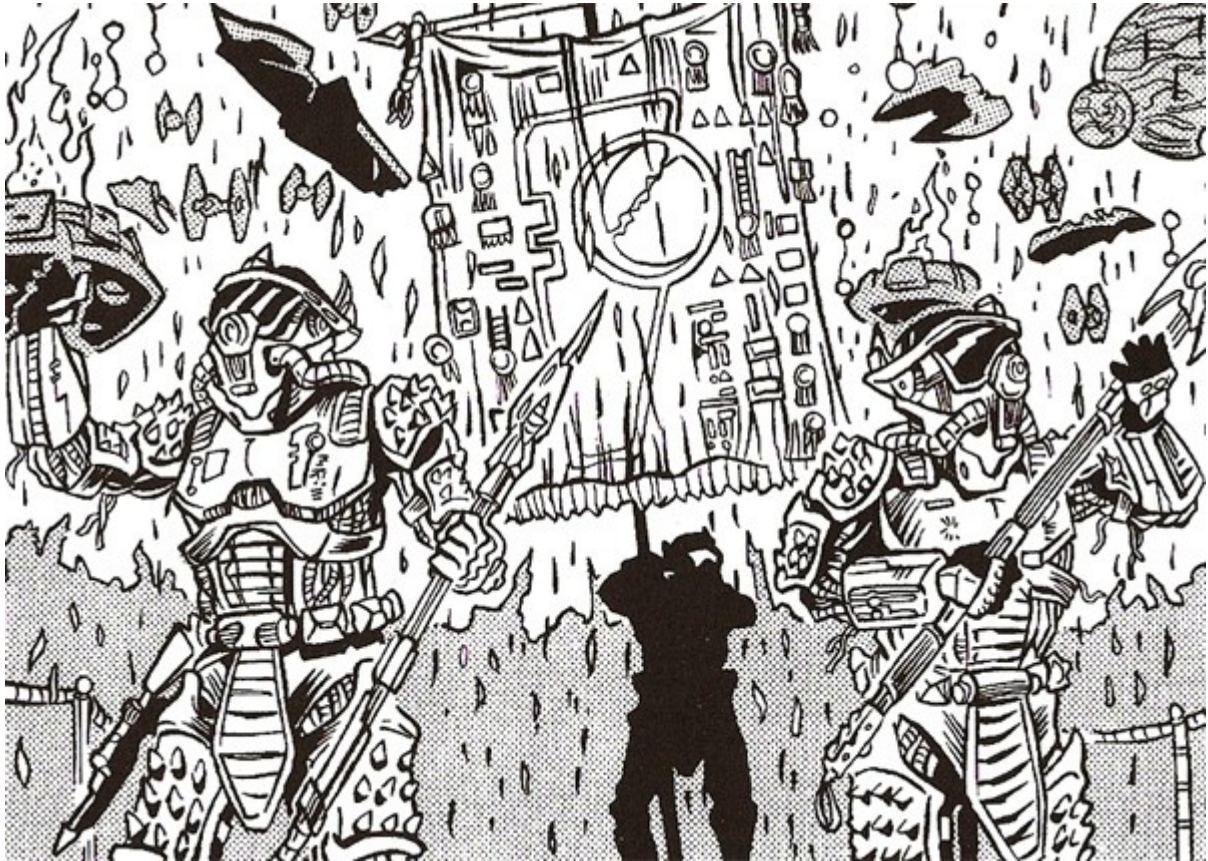
Base: Ailon System, Inner Rim

Mission: Any

Affiliations: Formerly the Empire, currently independent

Zone of Operations: Galaxy

Success Rate/Threat: NA/High



The Ailon Nova Guard is an ancient military service with 13,000 years of history and tradition. The Ailon people are militaristic, devoted, and highly focused on professional military service. Soldiering has a deep religious meaning to the Ailon, and all able-bodied Ailon serve at least a five-year term in the Guard. The history of the Nova Guard is far too lengthy to go into here. (Interested parties should consult reports filed by Major Arhul Hextrophon and Professor Tern Eliss. Those with access to the central database on Coruscant will find a great deal of information on the Ailon Guard in the research performed by Professor Obo Rin; readers should be aware, however, that Rin was a researcher working under the direct supervision of COMPNOR officers. Much of his work is tainted by the New Order's racist agenda.)

For thousands of years, the Guard was allied to the Republic and served in its defense with honor. With the coming of the Empire, the Guard's activity was sharply curtailed and largely restricted to ceremonial duties, except on occasions when Imperial Central Command needed cannon fodder to soften up tough positions (which led to a few embarrassments when the Nova Guard overran opposition before the Imperial military could act). The non-human Ailon were largely forced into inactive peace for a generation. The Empire realized that eliminating the Guard would prove costly, so Central Command simply left it "in reserve."

During this period, the annual Ailon Military Ceremonies became the primary focus for the Nova Guard. The Guard honed its skills, upgraded its equipment, observed the martial traditions of other species, staged full war-games, and waited.

This turned out to be a grand strategic disaster for the Empire. The high reproduction rate of the Ailon allowed the Nova Guard regiments to fill to capacity, and in time new regiments were created simply to train the burgeoning youth. By the time of Palpatine's death, the Ailon had a huge, well-trained, dedicated -- if largely inexperienced -- military. Central Command was racist enough to keep the Ailon out of the majority of the post-Endor war, and when it became clear to the Ailon Marshallate that the Empire was losing, they swore allegiance to the New Republic.

The resulting campaign wiped the Imperial forces from a score of worlds. Whole regiments gained first battle-honors, and the abundant units shook out their less qualified troopers and officers. After assisting in the removal of Imperial troops from the Inner Rim region, the Nova Guard petitioned to aid efforts to liberate the Mid-Rim. The resulting influx of Nova Guard troops to the Mid-Rim liberation campaigns may finalize the long war over the area. These troops make up blooded regiments, tempered and fierce. The Nova Guard is likely at an all-time high, in terms of both quality and quantity.

Projection: After the Empire is finally defeated, the Nova Guard will in all likelihood remain loyal to the legitimate government, as long as that government remains strong and in control. The Ailon regard strength and fitness as a mandate to rule. If the New Republic were to suddenly demonstrate critical weakness or ineptitude, the Nova Guard would likely allow it to suffer the fate of the weak. At the same time, the Ailon are honorable and eager to contribute to the preservation of the overall strength of the New Republic.

Recommendation: The Nova Guard should be allowed to serve the New Republic in the frontlines whenever possible, and be honored for that service. Their relish of military service is deeply inculcated and would require massive social engineering to replace. This is unfeasible and undesirable. If peace ultimately reigns in our galaxy, the Ailon will be happy to serve as guardians, so long as they are allowed to actively serve.

Churhee's Riflemen

Type/Unit Level/Size: Mercenary Scout Company

CO: Maydla Churhee

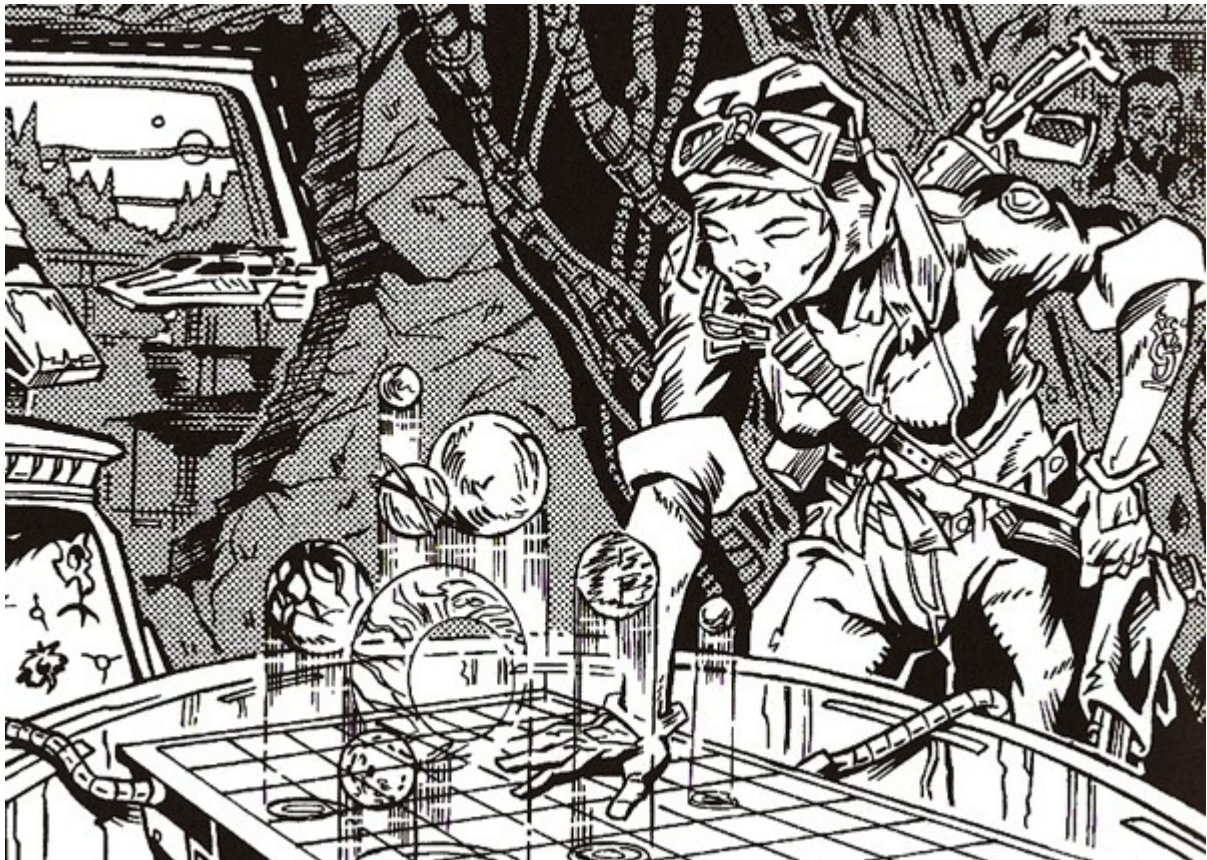
Base: Turcan III

Mission: Hot Combat Scouting

Affiliations: New Republic and friendly governments

Zone of Operations: Sarin and Parmel sectors, Outer Rim Territories

Success Rate/Threat: 81%/Low



Churhee's Riflemen were originally a low-profile operation mercenary unit, specializing in scouting and harassment missions. The unit was modeled after the standard, fully augmented Imperial scout company, with each trooper in the line squads qualified as sharpshooters. This made the unit a powerful and mobile light infantry force, with the ability to cover and defend large areas with low risk. Vlaydm Churhee, the unit's founder, primarily contracted to the Empire, and was well paid for his elite unit. The Riflemen would rip at the flanks and rear of enemy forces, and stage nasty bait-and-trap actions, slow enemy advances and retreats, and tie up a large number of enemy patrols.

Churhee was not a particularly loyal mercenary, and often breached contracts and switched sides if offered enough credits: this may have been what killed him at Y'Trella, where Imperial forces failed to provide adequate backup. Churhee's behavior may have fostered an attitude that the Riflemen were expendable. The Riflemen lost many of their number on the Y'Trella mission and have resented the Empire since.

In the months that followed, Maydla Churhee, Vlaydm's widow, brought the Riflemen back from their defeat. Thereafter, the Riflemen took anti-Imperial contracts only, cheap, and allied itself with the Alliance. This pushed the Riflemen onto Parmel sector's Moff Tallis' "wanted" list, and he eventually dedicated a whole Naval line to backing up battlegroup operations on Turcan III, where the Riflemen had spent weeks snarling Imperial operations against local Alliance ground forces. The Riflemen suffered 50% casualties in the final action on Turcan III. The survivors were evacuated by the final Alliance transport offworld.

The Riflemen had a formidable reputation in Parmel and Sarin sectors before Turcan III; now they were legendary. Their ranks were quickly replenished. Maydla Churhee signed on with the Alliance with a long-term contract. The Riflemen stayed dedicated until the contract terms were filled: the Emperor's death.

The Riflemen continued to work for the Provisional Government that was established in the years following the Battle of Endor. The propaganda value of having Churhee's Riflemen fighting for the New Republic was tremendous, and the Riflemen are credited with helping push the Imperials out of Parmel a full year ahead of time.

As the New Republic was being formally established on Coruscant, the Riflemen once again began to hiring themselves out as a mercenary scout company. Their fearsome reputation allows them to charge a very high fee, particularly high for a unit that avoids main combat. Maydla Churhee seems to have learned from her husband's demise and has adopted a contract fulfillment policy, no longer allowing the Riflemen to be bought out by a higher bidder. They are currently based on Turcan III, the world where they fought their greatest battle.

Projection: Churhee's Riflemen are no longer considered an overt threat. They are unlikely to enter into contracts with employers directly opposing the New Republic. The Riflemen will likely find their future contracts in local brush wars and corporate fringe wars.

Recommendation: The Riflemen are worth their high fee, and should be kept on retainer for future needs.

First Sun Mobile Regiment

Type/Unit Level/Size: Mercenary Mobile Infantry Regiment

CO: General Maska Zural

Base: Mobile

Mission: Search, Locate, Annihilate

Affiliations: Empire, other totalitarian governments

Zone of Operations: Mid-Rim

Success Rate/Threat: 99%/High



The First Sun Mobile Regiment was, at its height, one of the largest, most powerful mercenary units in known galactic history. This was achieved by the patronage of the Empire, architects of the largest military in galactic history.

First Sun was wholly an Imperial tool, although the corporate officers, General Zural, and the command staff believed otherwise. First Sun took only about 18% of its contracts from non-Imperial agencies and over 65% directly from the Imperial Army.

To facilitate smooth integration and operational utility, the regiment was equipped like a fully augmented Imperial repulsorlift regiment. Even the Empire had little need for such a large mercenary company, and tended to hire units in battalions rather than the regiment as a whole.

The regiment assisted in a dozen invasion and suppressions, and specialized in SLAMs (Search, Locate, Annihilate Missions), operations devoted to region-wide eliminations of all production assets. The regiment excelled at these assignments and hired only the worst sociopathic thugs to carry them out. Several notable atrocities were committed or compounded by First Sun troopers.

A few months prior to the Battle of Endor, an entire First Sun company was executed by Moff Nile Owen of the Rayter sector for violating interrogation protocol (specifically, slaughtering all troops in a Rebel outpost instead of taking prisoners for interrogation). Afterward, First Sun began to distance itself from the Empire. Imperial contract prices went up, and bond-fees were assessed for the first time. Imperial High Command was unamused, and Imperial contracts dried up. Deprived of primary income, the regiment suddenly shrank, as whole units left First Sun's employ. This process finished almost immediately before the Battle of Endor.

Post-Endor, First Sun found itself a lean, veteran mercenary force with a galaxy of new customers as the Empire fractured. The regiment currently wanders from contract to contract, working for Imperial, corporate, or system-state employers as fortune dictates. In the earliest days of the New Republic, the regiment approached the fledgling government, and offered itself at a discount (to avenge itself against the Empire), but was turned away for its history. SLAMs remain their preferred missions, but the call for such wanton destruction has largely vanished. Although the modern regiment has been whittled down to two repulsorlift battalions and an armor company, it remains a formidable fighting force.

The unit repulsorlifts use hoverscouts and landspeeders with dismountable repeating blasters. The armor unit uses a combination of KAAC Freerunners, light assault vehicles, and a section of Firehawk repulsortanks.

Projection: The First Sun Mobile Regiment will hopefully become a victim of galactic peace. The Imperial Civil War has cooled off, the Empire-Republic War has largely come to an end, and the assorted local brush wars and corporate "policing actions" can only sustain this expensive unit for so long. The regiment is likely to reduce to a battalion, or perhaps simply disband.

Recommendation: The corporate officers and command staff, most especially General Zural, should be sought out, located, and arrested for crimes against the galaxy. First Sun's crimes must not be forgotten. As many First Sun troopers as possible should face the justice that befell the worst of the Imperial military. This will be very difficult to achieve, since First Sun wields considerable fire-power and experience, but should not be beyond the abilities of the New Republic Special Forces.

Imperial Hammers Elite Armor Unit

Type/Unit Level/Size: Imperial Vanguard Armor Regiment, plus supporting units.

CO: Colonel Zel Johans

Base: Brintooin

Mission: Front line armored assault

Affiliations: Select Imperial remnants

Zone of Operations: Throughout Imperial Space

Success Rate/Threat: 99%/Very High

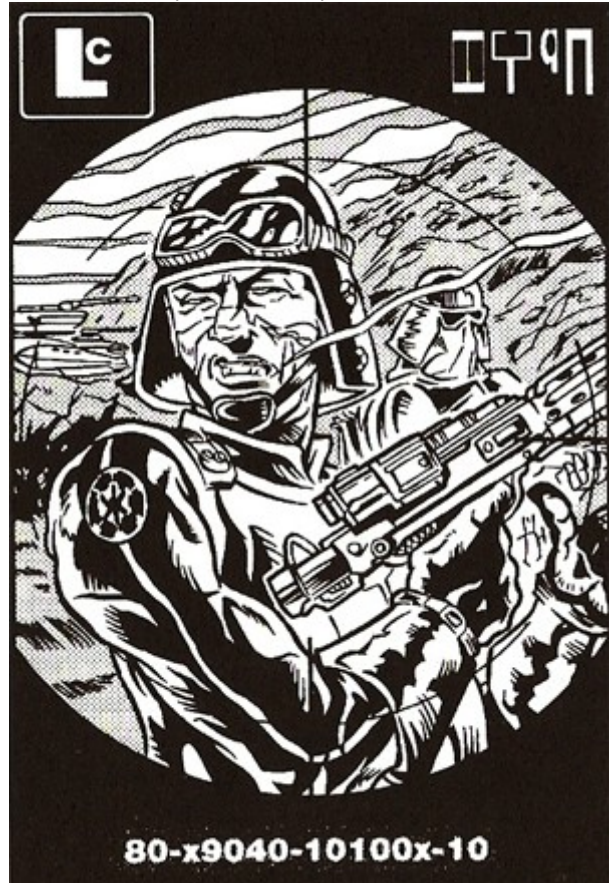
Founded around the end of the Clone Wars from Old Republic armor units, the "Hammers" Elite Armor Unit became the core of the Army of the Republic's repulsortank armor and premiere unit. While many other army units languished in the torpor of the Old Republic's collapse, the Hammers remained at a high state of professionalism and readiness, even as the regiment's support withered under the post-Clone Wars stand-down.

With the coming of the Empire, the unit found itself the core and model of Imperial armor units. Even as the Imperial AT-AT rose in importance, the Hammers success rate prevented conventional armor from disappearing from the order of battle. The Hammers gained support and filled out to full regimental strength. As resistance to the Empire began to grow, and increasingly became military, the Hammers were often called on to suppress local uprisings and revolts, often by well-equipped planetary defense forces. The regiment landed on world after world, usually in the first or second landing wave, and often staying only long enough to crack resistance and defeat the primary local armor units. The Hammers racked up the highest number of landings and engagements of any armor unit in the Empire.

The unit's only major defeat, in the Hitak mountains on Turak IV, actually improved its reputation. Two entire battalions fell to Alliance assaults, while the Hammers virtually annihilated the Rebel units. This was a pivotal battle in the early Rebellion, demonstrating once and for all that Alliance forces should not engage in conventional war with Imperial units; although officially a victory for the Alliance, it cost a vast amount in lives and material, and broke the back of Allied resistance in that sector for years. The Hitak campaign had been intended to strike a ringing blow and rallying victory for the Alliance: instead, it became a propaganda victory for the Empire.

The Hammers had previously been considered a valuable, but expendable unit. Now the Imperial Central Command reassessed the remaining Hammer battalion to be crucial to suppression efforts, and issued an order requiring first-class priority for Hammer requests for fire support, material and troops. The order came too late for the regimental commander, Colonel Johans, who never trusted his superiors again.

The unit functioned at battalion level for over two years while a new repulsortank design lumbered through its phases, intended to replace the functional but aging *Firehawk*-class repulsortank. In the meantime, the Hammers racked up a score of victories. Shortly after the Hammers were instrumental in finally suppressing the Yatir, the indigenous species of the planet Absit, Johans was promoted to high colonel and the Hammers were recalled to Brintooin to train and build up to regimental strength. Although now above regimental command rank, Johans remained at the head of the Hammers, and orchestrated the reinvigoration of the elite armored regiment. Requests for transfer to the Hammers poured in from across the Empire. Weeks of tests and trials



were required to pare the applicants down to the cream of the crop, the finest armor troopers the Empire had. The standing Hammers battalion was reduced by 10%, as Johans put his own troopers to scrutiny.



Johans intended to place the Hammers regiment at the heart of an armored battlegroup. Never again would the Hammers have to rely on rear-echelon command decisions. The proposed battlegroup would have the firepower, mobility and support of three standard regiments dedicated to supporting the Hammers. Those troopers who scored 99% in the Hammers tryouts (100% being the admission qualification) were transferred to the battlegroup High Colonel Johans was forming. Brintoon Base became a center for armored warfare training, and specially selected tank crews were transferred there for training by Hammer elites.

While engaged in this reorganization and retraining, the Hammers missed their chance at a great victory: the destruction of the Alliance base on Hoth. The victory went instead to Johans' newest rival, General Maximilian Veers, who used AT-ATs to destroy the Alliance shield generators. Veers' triumph was incomplete, however; due to the slow speed of the AT-ATs, several transports escaped before the shield generator could be destroyed, and the entire command core of the Alliance escaped along with a substantial amount of material and nearly a full wing of starfighters. The Alliance had snatched survival from the jaws of defeat. Johans, on reading the after-action reports, declared that if he had been there, the Alliance would have been irrevocably shattered. Analysis performed both by Imperial and Alliance experts at the time support his opinion: the faster *Imperial*-class repulsortanks would have been largely immune to Alliance firepower, unaffected by the tactics used on the AT-ATs, and able to destroy the shield generators in roughly one-third the time Veers took.

Even as the Hammers were placed back on the active-duty roster, the Emperor was killed at Endor, a fleet of Star Destroyers routed, and the Empire began to crack at its seams. The Hammer regiment was quickly rushed off-planet to add weight to the crack-downs that followed. The support regiments were transferred to other theaters, the battlegroup was never used as a cohesive unit, and the Hammers found themselves being treated like disposable pawns once again.

The Hammers continued to win victories, but this only padded the campaigns being lost. As the Empire fragmented, the Hammers found themselves fighting Imperial troops, including enemy walkers. Alliances shifted, broke and melded, and after many months of fighting, the Hammer regiment, pride of the Empire, found itself in battle against what had been one of its own support regiments. This event spurred Johans into the political decision he had avoided for months. After ordering the support unit to his side, he exited the battlefield, and recalled all Hammer-affiliated units, and invited any Imperial commanders interested to Brintoon. Many commanders broke ranks and joined Johans.

Analysts believe Johans intended to wait out the fighting and join a side with a legitimate claim to inherit the Empire, as shown by circumstance. The units rested, repaired their tanks and other equipment and trained. Weeks turned into months. Meanwhile, the Alliance of Free Planets began to defeat the little empires one by one. The Alliance successfully drove a campaign home against Coruscant, the ancient seat of galactic power, and established itself as the New Republic.

Grand Admiral Thrawn arrived on the scene, and Colonel Johans watched with interest. His successes demonstrated great ability, and Johans soon allied himself to the alien. Thrawn's campaign was primarily naval, and the Hammers were only used for one operation in this period. Johans' disappointment at Thrawn's assassination must have been tremendous. Still, Johans was now allied with the loose confederation Thrawn left in his wake.

Within a half-year, the Emperor (or something claiming to be the Emperor) returned. Johans did not jump at the chance to enter the service of this being, but remained attentive for orders. They never came, as the Emperor-creature seemed more concerned with superweapons than superior units. The threat of a reformed Empire swiftly passed with the destruction of this being. (For more information, consult reports filed by General Luke Skywalker (ret.) and Princess Leia Organa Solo.)

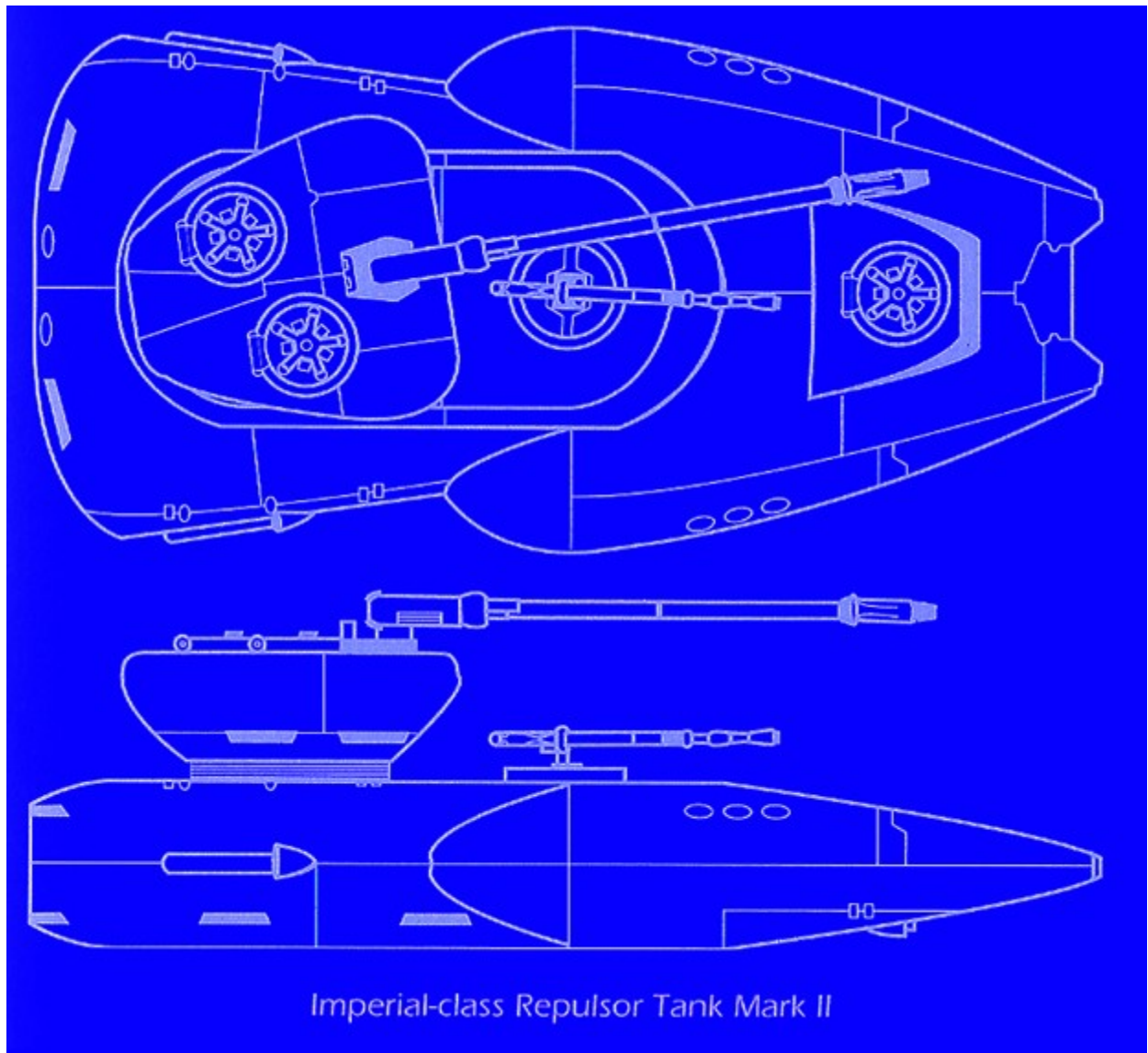
Colonel Johans has survived the three most catastrophic armed conflicts of recent history, and continues to occupy Brintoon without incident. Johans has not promoted himself to General, Moff, Governor, or Warlord, and commands a frighteningly effective armored unit consisting of four fully augmented Hammer battalions, half an artillery regiment, a fully equipped garrison, and a planetary economy to fuel such a military. The Hammers lack adequate infantry support, and haven't had stormtrooper support since retiring to Brintoon.

Brintoon itself is a world of plains, deserts, marshes, scrub, scattered woods, and other flatlands -- ideal terrain for armored combat (the reason it was selected as the baseworld for the Hammers). Intelligence indicates the planetary shields and defenses are strong enough to withstand a full siege with attendant all-out assaults. The 100-million strong human population exists under Imperial rule -- not Imperial rule as it was known to billions of sentients throughout the galaxy, but Imperial rule closely resembling the ideals propagated by COMPNOR. Life is somewhat restricted, but overall the population is loyal to the Empire as personified by Colonel Johans. The population credits Johans and the presence of the Hammers with keeping war away from Brintoon and is likely to wholeheartedly resist New Republic invasion or military intervention. The planet is administrated by Imperial Governor Thalkuss, but his position is reliant on support of the planetary hero, Johans. Further, many of the planet's inhabitants rely on the Hammers for their livelihoods: the Hammers have an entire factory complex dedicated to repulsortank manufacture, and have a staff of engineers working on improving their tank's design.

Projection: Unless forced by circumstances to another course of action, Johans is likely to remain on Brintoon, isolated and untouchable. Although currently loosely allied with other Imperial surviving governments, the rollback and collapse of Imperial space is slowly eliminating his ability to transport his troops -- Johans relies on his allies to provide transport. Currently, the Hammers are unable to move more than one battalion at a time without outside aid. If ultimately isolated, Johans may become approachable.

Johans has, so far, not offered his tanks for mercenary hire, and is unlikely to do so. He must not be allowed to find himself in a position where this is necessary. He has also been most discriminating about aligning himself with other Imperial holdouts (notably rejecting Warlord Zsinj's attempts to bully and bribe him into accepting his command).

Recommendation: Allow Colonel Johans to remain in place on Brintoon. Although his units provide considerable support to other Imperial strongholds, their threat is greater if confronted than if sidestepped. The population of Brintoon is not under notable oppression, and in time, a diplomatic solution and absorption should become viable. A military confrontation would likely be disastrous. If absolutely necessary, a coordinated assault following infiltration and sabotage of the planetary shields should be able to destroy the Hammers, but this would require Brintoon to be occupied for an extended period.



Imperial-class Repulsor Tank Mark II

Laramus Base Irregulars

Type/Unit Level/Size: Ragtag Partisan Band

CO: Tagg Pierce

Base: Mobile

Mission: Suicide operations

Affiliations: New Republic

Zone of Operations: Parmic sector

Success Rate/Threat: 90%/Moderate



The Laramus Base Irregulars were originally a loosely organized quasi-Alliance company-sized force with a habit of finding or creating trouble for themselves, their allies, and their enemies. They have developed, over the past few years, into a pseudo-military, New Republic-allied company with a habit of succeeding, or at least surviving. Although they are known to have a high success rate with impossible missions, they have paid for that success in blood. In the past five years, the Irregulars have experienced a 96% turnover rate, with over 50% fatalities.

The Irregulars were created by former Lieutenant Tagg Pierce after his ejection from the Alliance military for gross insubordination (a difficult honor to achieve in the early days of the Rebel Alliance). Pierce probably intended to prove his methods and points with the unit, and, despite the horrific casualty rate suffered among his troops, continues to be self-righteous in his command and pathologically contemptuous toward line officers. The Irregulars have always been a gathering point for highly able mavericks, eager to flout convention and fly in the face of prudence. Alliance pilots were known for foolish brashness and bravado -- the Irregulars are almost insanely brash.

Mobile since Laramus Base was destroyed by Imperial forces, the Irregulars wander from theater to theater. In the modern galaxy, the Irregulars are primarily used by New Republic forces as a predator-paw. Although Pierce remains utterly spiteful of High Command officers, he can be persuaded to commit his Irregulars to crucial, impossible missions. Pierce's brilliant but erratic genius generally pulls the unit, or remains, through. The Irregulars consider any mission achieved a success, regardless of casualties.

Although the structure of the unit is necessarily elastic, it generally consists of six infantry platoons and two heavy weapons platoons.

Projection: The Irregulars will likely convert to mercenary work as the Empire crumbles away to nothing. There is a small chance the unit will vanish, but this sort of warrior band (I am loathe to call them soldiers) attracts people like Pierce: ferocious, able and haughty. There is an equally small chance the unit will turn to outlaw-fringe work, but only if Pierce finds the blaster bolt with his name on it.

Recommendation: The Irregulars should be used as they currently are. If they do convert to mercenaries, they should be kept on retainer (if possible) and carefully tracked. In the event New Republic forces oppose the Irregulars in combat, their neutralization should be given high priority: they are too dangerous to be ignored.

Mantis Syndicate

Type/Unit Level/Size: "Bounty Hunter Guild"/Private Military/Battalion and smaller

CO: Lady Marina Mantis

Base: Santarine

Mission: High-risk special operations

Affiliations: Independent

Zone of Operations: Sarin Sector, Outer Rim Territories

Success Rate/Threat: 85%/High

The "bounty hunter guild" known as the Mantis Syndicate is, a private army/security force of special operatives, until recently under retainer to High Lord Jaris Affric. The Syndicate specializes in collecting bounties on groups of people and can field up to a partial battalion of bounty hunters. These hunters operate in small groups of four to eight.

Not particularly subtle, Mantis Syndicate operatives were frequently employed to capture or otherwise eliminate criminal organizations, pirate gangs, and Alliance units operating in Sarin sector, especially those groups whose operations ran counter to Lord Affric's interests. As Affric controlled several corporate and criminal interests, had considerable hereditary holdings in Sarin sector, and was the Imperial governor of Santarine, there were quite a number of such groups, and Affric issued bounties in each guise.



Mantis also hired out small units, up to company size (three to five squads) for other bounties. The Mantis hunters were generally looked on by other guilds as a mercenary unit, but were tolerated as a guild with a specialty in acquiring large groups. The squads are made up of highly trained specialists, and resemble special operations units.

As the war in Sarin sector heated up, Mantis found itself being used for Affric's special military operations, both in special operations and in regular combat. During this period, it clashed with Churhee's Riflemen (in an attempt to capture Maydla Churhee), and against Alliance regular troops. When the war began to go badly, Affric began to accumulate debt to Mantis. This was only briefly tolerated, then Lady Mantis pulled her hunters out. Affric howled in protest, then cannily switched sides to the newly declared New Republic. Affric has lost a great deal of power and influence, but remains free.

Lady Mantis, deprived of much of her income, has been forced to hire Mantis hunters out much more widely than before, and for somewhat lower fees. The local New Republic sector government has hired Mantis hunters for certain jobs (including retrieval of wanted Imperials), and is satisfied with the guild's ability, professionalism and political disinterest. However, there is ample evidence that Lady Mantis' personnel is available for whomever has the money to pay for their services.

Projection: Lady Mantis is amoral and mercenary, and likely to hire her hunters out to whoever can pay her price. Lord Affric wasn't very concerned with legality, but Mantis will conform to her employer's wishes -- as long as the hunters are monitored, they will likely obey New Republic law.

Recommendation: Retain the Mantis Syndicate as a source of trained unit-hunters.

Mercenary Guild of Coyn

Type/Unit Level/Size: Mercenary Guild, about 800,000 warriors unevenly divided among 30 Kroyn'Tra (army-equivalent units)

CO: King Im'Toral XV

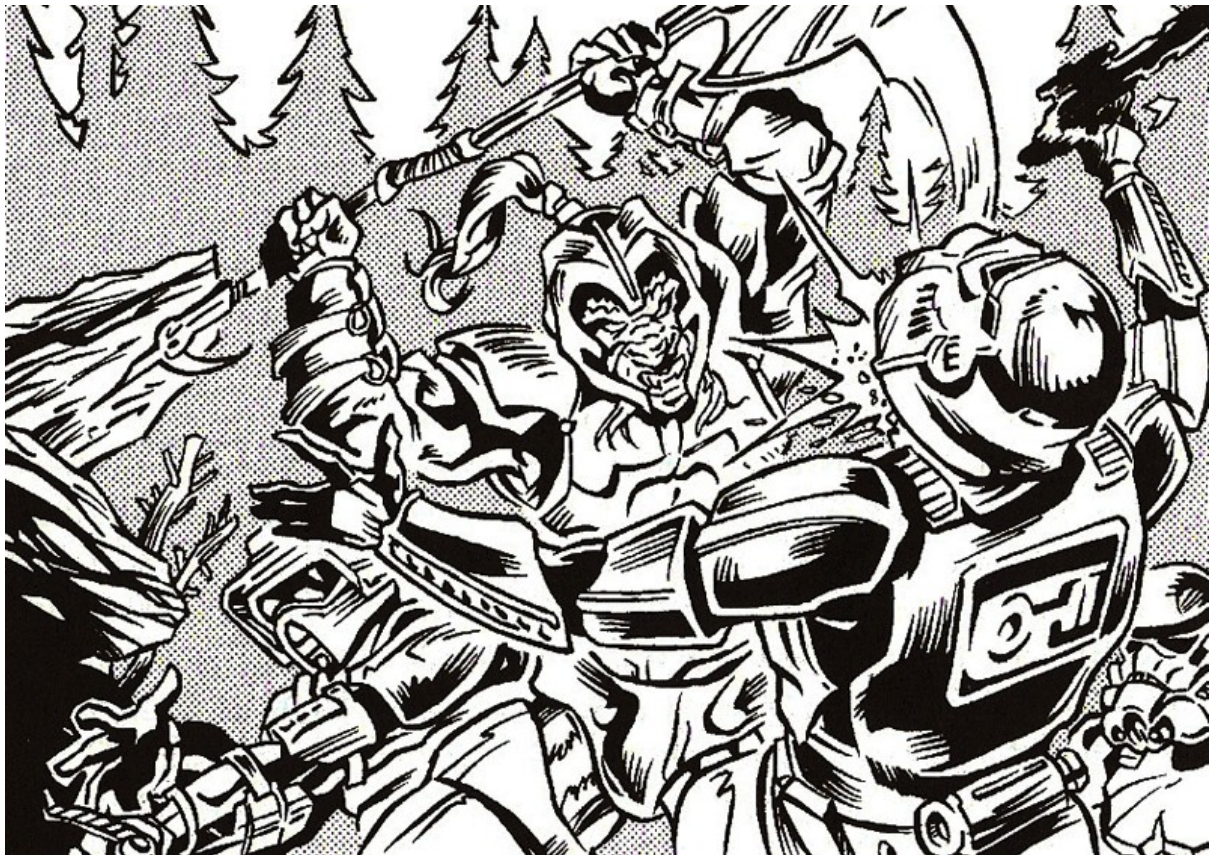
Base: Coyn, Elrood sector

Mission: Frontline battle, security, special operations

Affiliations: Independent

Zone of Operations: Throughout the Inner and Mid-Rim

Success Rate/Threat: 89%/Low



The huge Mercenary Guild of Coyn employs approximately 1% of Coyn's population at any given time, and generates a huge portion of the planetary income, while serving to release cultural pressures among this warrior people. Coynite society is centered on a warrior ideal, but the planet has been united under their En'Tra (king-master) for thousands of years. This would lead to an unending series of civil wars if the Coynites were unable to hire themselves out to aliens and fight in their wars.

Even at the height of the Old Republic's peace, Coynites were always able to find some local trouble to fight in, or at least a truce to guard. The honorable Coynites have always hired their units to legal entities -- governments, noble houses, or corporations. In a few cases, they have been willing to work for potentially legal entities, like one side of a civil war, but only if convinced that the potential employer is honorable and has a legitimate claim to authority.

For years, this meant that the major client for the Coynites was the Empire. The Empire was usually unwilling to employ aliens, and preferred not to allow large standing armies, but considered the situation economical; it was cheaper to hire Coynites to soften targets and die in battle for the glory of the Empire (the Empire claimed the credit for victory, and laid blame for defeat on "unreliable alien units") than to conquer their world, with its millions of fierce warriors and modern defenses.

The Coynites did not recognize the Alliance as legitimate under their honor-code, but did accept the declared New Republic as a legal entity. The Mercenary Guild promptly made itself available to both the New Republic and the Imperial factions. As the war became more confused and Republic forces pushed back Imperial occupations, Imperial atrocities and dishonors became known to the En'Tra. After a short debate among his nobles, the En'Tra refused to allow Coynites to serve the Empire, now considering it dishonorable.

Currently, the Guild leases a large Kroyn'Tra, some 75,000 Coynite warriors, to New Republic service. Coynite mercenaries also serve a dozen system-states and corporations throughout the Mid-Rim region.

Projection: The Guild is politically neutral and will remain a loyal contractor unless the New Republic behaves in a dishonorable fashion. The Guild is also willing to hire on with our honorable enemies. This is to be expected.

Recommendation: Maintain the lease on the Kroyn'Tra. In the event a Coynite unit is hired by an enemy of the New Republic, NRI should attempt to uncover evidence of behavior the Coynite consider repulsive; cowardice in particular. The Coynites are extremely ethnocentric, and although they don't hold aliens strictly to their code, they refuse to deal with cowards.

Natori Association

Type/Unit Level/Size: Mercenary Training Academy and Unit

CO: Unknown

Base: Sperin, Palaquin system, Bajic sector

Mission: Military Training and Shock Combat

Affiliations: Ororo Transportation

Zone of Operations: Throughout Outer Rim Territories

Success Rate/Threat: 75%/Moderate

The Natori Association began primarily as a mercenary training organization, teaching combat skills chiefly to non-humans. Many of the graduates then pay for their training with a hitch in the Natori Shock Troops (those who paid up front usually find good wages in other units). Natori training focuses on using a species' natural abilities and cultural traits to the utmost advantage. Wookiees, for example, are usually trained as forest troops, and Duros are trained for space combat. Species from heavy gravity worlds are favored for frontline close combat (they tend to be very strong and dense), while species from water worlds usually make excellent amphibious troops, even if they can't breath in water.

Natori has a long term security contract with Ororo Transportation, and is thought to have connections with assorted shady groups. They provide a number of corporations and known criminal organizations with security troopers, but also hire troops out to local governments. Natori seems to be trying to legitimize itself as a special security and training corporation.

One long-standing mystery is who is actually in charge of Natori. Repeated efforts to identify the CO of Natori have met with failure. Much of the company is apparently held by Malakin Enterprises -- which some members of New Republic Intelligence believe is secretly controlled by Hutt crime lords -- but several successful infiltrations of Natori has brought us no closer to discovering who is in charge of the organization's day-to-day operations.

Projection: Natori is a stable entity and likely to remain so. It has too much raw firepower at its disposal to be overtly threatened, and too many shady connections to be covertly attacked. It may find itself on the wrong end of a criminal investigation, but that's a standard hazard for such groups.

Recommendation: The best trainers at Natori might be tempted away from them for a high enough salary. This should be attempted.

Ragnar Syndicate

Type/Unit Level/Size: Bounty Hunter Guild/Mercenary Clearing-house

CO: Reshton Severindas

Base: Ragnar VIII

Mission: No overall mission profile

Affiliations: Empire, criminal

Zone of Operations: Outer Rim Territories

Success Rate/Threat: NA/Moderate



The Ragnar Syndicate, which claims to be a bounty hunter guild (most other guilds do not recognize it as such), maintains connections to bounty hunters, mercenaries, assassins, and assorted freelance paramilitary experts and consultants. The assets at their disposal are too varied to be easily summed up. The Empire, Black Sun, the Hutt families, smaller criminal organizations, ruthless corporations, and other groups needing a predator-paw have been known to hire Ragnar-retained agents.

The Ragnar Syndicate is not a military unit itself, however. It simply serves as an arrangement service for those wishing to hire experts in a field.

Projection: The Ragnar Syndicate is a thorn in the New Republic's side, and will likely remain so. The Imperial warlords have used Ragnar as a source of hire specialized assistance, and future enemies are likely to as well.

Recommendation: The Ragnar Syndicate should be eliminated. It remains too valuable a resource for the opponents of the New Republic. Ragnar VIII is remote and defensible and need not fear casual attempts at military action. The easiest way to remove Ragnar may be to post bounties on Ragnar "hunters." The bounty hunter guilds would love an excuse to harass what they consider a blot on their profession.

Scimitar 'White Death' Assault Wing

Type/Unit Level/Size: Special TIE Bomber Wing

CO: Captain Tomax Bren, Wing Commander

Base: ISD *Retribution*, mobile with Qeimat fleet

Mission: Precision and Support Bombing

Affiliations: Last known affiliation: Grand Admiral Thrawn

Zone of Operations: Imperial Space

Success Rate/Threat: 99%/Very High

Originally created as a stopgap measure from six bomber squadrons to target Alliance emplacements in the Hook Nebula, the Scimitar assault wing, consisting largely of the then-new TIE bomber, was an impressive success. Captain Bren used the bombers to great effect in the Hook Nebula campaign, effectively countering early Alliance inroads against the vital resource and manufacturing worlds. The Scimitar wing, nicknamed "White Death," was eventually credited as a major factor in defeating the Alliance in that sector, despite wide local support. The success rate of the Scimitar wing is likely the only reason Captain Bren's disregard of Imperial Central Command's initial guidelines on TIE bomber deployment was ignored.

In the Hook Nebula campaign, the ISD *Retribution* was devoted primarily to assist in the Scimitar's assault mission, subordinating an entire Star Destroyer to what is generally considered a support element. This was only one more example of Bren's unorthodox methods, and was tolerated in the face of his record.



After the subjugation of the Hook Nebula sector, Bren filed his post-campaign reports. He included recommendations for the still relatively new TIE bomber, for reconfiguration of TIE wings to reflect mission and theater, and called for correction of a few flaws in the TIE bomber design. He advocated a carrier-based fleet, predicted that the starfighter was ascendant, and suggested that future Star Destroyer models devote more room to TIE hangars. Furthermore, the TIE bomber was too slow and unmaneuverable for Bren's tastes, although admittedly still an improvement over the older TIE/gt model. Bren admired the bomber's flexible payload capacity, but wished for a less prominent profile than the twin-pod design. Also, the bomber had to rely too much on escorts, and filling the wing with escort TIEs restricted the wing's bombing potential. Bren recommended shielding and armor upgrades for a proposed TIE bomber Mark 2.

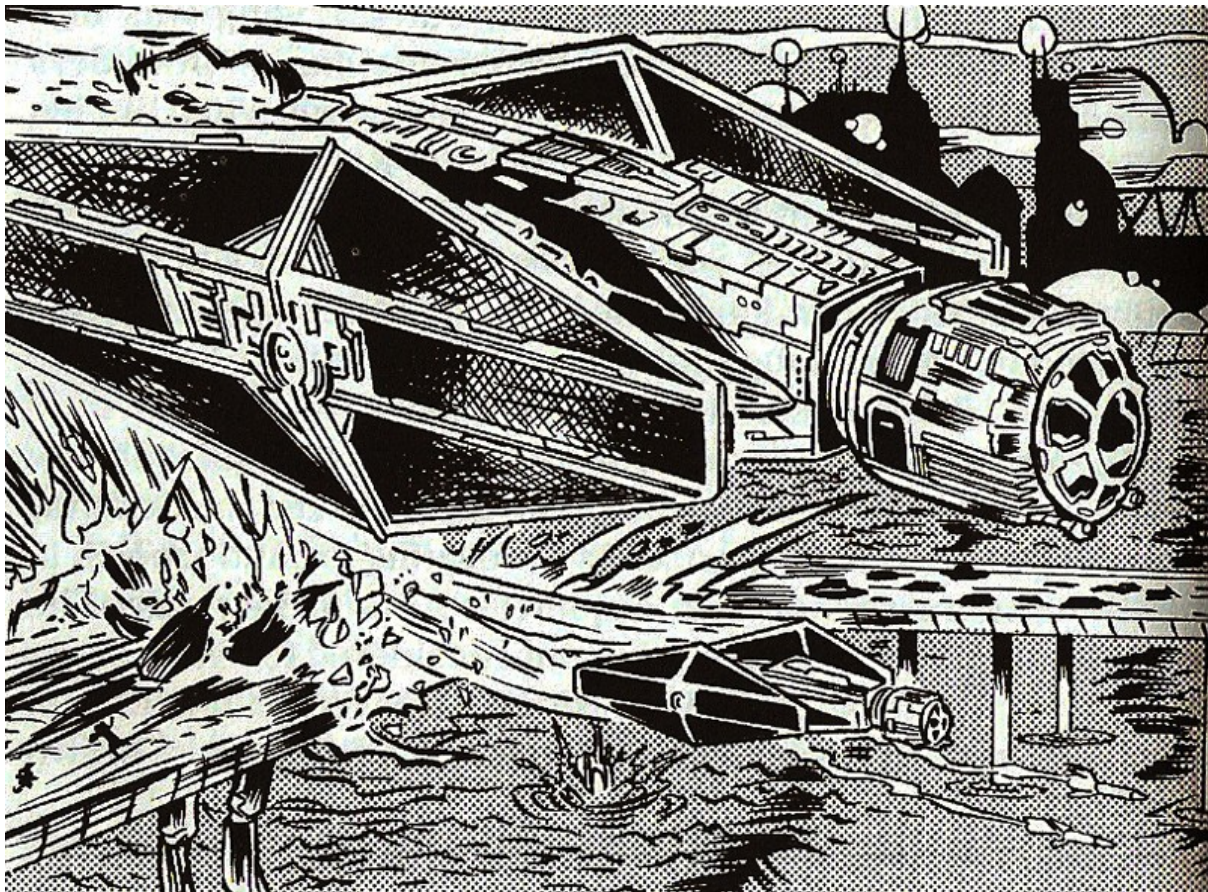
Bren also filed complete reports of his most effective tactics, from the Vertical Swoop to the Coordinated Bombing-Landing. These tactics were generally disseminated to TIE wings, but gained little hold in Navy wings. Army wings took to Bren's tactics almost immediately, though, as they dealt with planetside gravity well problems the Army routinely encountered.

Although highly successful, the Scimitar wing was not widely copied by other fleets. Many of Bren's tactics gained general acceptance, and Bren evaded the court martial that awaits most attempts to alter Imperial doctrine. An investigation was launched, and vigorously prosecuted, but the wing was ultimately left unaltered and under Bren's command. Outsiders commented that Bren had traded his career for his wing, but his confidants knew that that was exactly what Bren wanted: to fly and serve the Empire in the field.

The Scimitar Wing itself was reassigned to a series of assault missions, none as demanding as the Hook Nebula campaign. Bren's career languished, although he was politically safe as long as he continued to be successful in his campaigns.

The death of the Emperor and resultant rollback required a new mission: instead of covering landing invasion forces, the Scimitar Wing now provided interference for evacuating ground troops. In time, the Empire dwindled to a quarter of its former size. The Scimitar wing, often held in reserve and considered too valuable to Squander on less than crucial missions, survived as much from inaction as skill or luck. The return of Grand Admiral Thrawn changed that.

Captain Bren was among the first commanders picked by Thrawn to counterattack the New Republic. Thrawn knew of Bren's innovative work with the TIE bomber, and had read his Hook Nebula reports, including his critique of bomber design, tactics, strategy, and doctrine. After a short period of planning and consultation, Thrawn ordered the creation of a new TIE model -- the Scimitar Assault Bomber, to Captain Bren's specifications. Much of the design had been in the planning stages for years (most of the Sienar designers had listened to and agreed with Bren from the beginning), and production began in only a few weeks.



The newly equipped Scimitar Wing became a valuable asset to Thrawn's campaign against the New Republic. Several new bomber wings were commissioned in the short period of Thrawn's rule. The Scimitar Wing itself was instrumental in the assault on Miris, and the Scimitar Bombers were quickly integrated into Imperial military doctrine. Thrawn used the Scimitars for highly effective pinpoint attacks on shield generators and other critical planetary defenses.

Thrawn's death left the Scimitar Wing with Captain Pallaeon's command. Ignored by the resurrected Emperor, the original Scimitar Wing has found itself as an elite unit with no mission, a timid central command, and without adequate supply support. Meanwhile, the Scimitar Bomber assault wings created under Thrawn

continue to add power to Imperial military might, although they are steadily dwindling in numbers as supply centers and manufacturing facilities revolt or are liberated by the New Republic.

Projection: Captain Bren has always been a loyal Imperialist maverick, and is unlikely to tolerate the isolation fate has imposed on his wing. When, under what circumstances, and to whom the Scimitar Wing will defect remains to be seen.

Recommendation: Ideally, Bren should be induced to retire his unit. This is highly unlikely, though, as he and his men have always been highly politically reliable to the New Order. It may be necessary, therefore, to eliminate the wing, perhaps by drawing it into an assault mission, and destroying it with high-speed starfighters. While risky, the wing does generally operate as whole unit -- properly laid and executed, the entire wing might be crippled or eliminated in one stroke.

m'Yalfor'ac Order

Type/Unit Level/Size: Planetary Military Order (about 700,000 troops)

CO: Colonel Quaal Tavir Catharius

Base: Guiteica

Mission: Republic Opposition

Affiliations: None known

Zone of Operations: Kadok Region

Success Rate/Threat: 50%/Moderate

The m'Yalfor'ac Order is a native military service of the planet Guiteica, home of the Bitthævrian species. Bitthævrian are naturally and culturally inclined to use direct conflict to resolve disputes. This has led to a warrior ethos and intense dislike of aliens who use diplomacy, political process or indirect methods. Two generations ago, this led to a military confrontation between the Order and the Old Republic. This short war was settled by the efforts of a band of Jedi, who used their powers to the Republic's advantage. The Republic and Jedi were therefore condemned by the Order and declared perpetual enemies of the Bitthævrian people.

This was regarded as a formality by the Old Republic, since the Bitthævrian rarely ventured offworld and lacked the military technology to be a real threat. When the Empire took control, it continued the policy of ignoring Guiteica, an isolated world with few allies. Even though the Order condemned the Empire as immoral, Guiteica wasn't thought to be worth the effort of pacifying, especially when the Order publicly rebuffed Alliance efforts at recruitment. The only reason to venture to the tertiary Kadok system at all was for Guiteica's mineral deposits, notably the rich veins of Bal'ta'ran crystals. Guiteica would have eventually been conquered by the Empire, simply because resistance was intolerable, but ongoing conflict with the Alliance delayed the final destruction of the Order. In the meantime, the Order traded Bal'ta'ran crystals for second-hand military gear in an attempt to acquire the technological backing to make themselves a modern military power.

In the post-Imperial world, the Order continues to hang onto its old bitterness. It loudly reviles the New Republic and officiously claims a large section of space outside the Tertiary Kadok system, although it lacks colonies or outposts to support the claim. It has occasionally made itself a pest in local Kadok Region politics, but otherwise seems ineffective. Intelligence reports suggest that the Order's purchased military hardware is two to three generations out of date -- AT-PTs, outdated M91 light walkers, and a few pre-TIE-era Toscan 8-Q and C-73 Tracker starfighters. The Order recently bought some KAAC Freerunners, a significant upgrade of their armor force. Although the Guiteica Militia (the Order makes up 80% of the Militia) boasts an army of 700,000 troops (a huge 9% of the population), these are largely part-time warriors. The standing Order numbers closer to 70,000, still a formidable force.

Projection: Oddly enough for a warrior people, the Bitthævrian seem to have little interest in extra-system conquest. They hold the Empire in disdain and are unlikely to ally with them. If a non-Imperial, anti-Republic ally arose, the Order would almost certainly be eager to align itself with them, but there are few species willing to deal with the headstrong Bitthævrian.



Recommendation: Avoid the Order as much as possible. The New Republic has no vital interests on Guiteica and can buy Bal'ta'ran crystals on the market. A ban or heavy tariff on military hardware intended for Guiteica may be desirable to keep them from gaining enough military equipment to create an appetite for conquest.

It is highly unlikely that the Order poses a serious threat to the New Republic. Its weaponry and tactics are outdated, and although they could present a formidable third-class military force, mainly via sheer numbers, the New Republic forces should easily be able to counter the Order if necessary.

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